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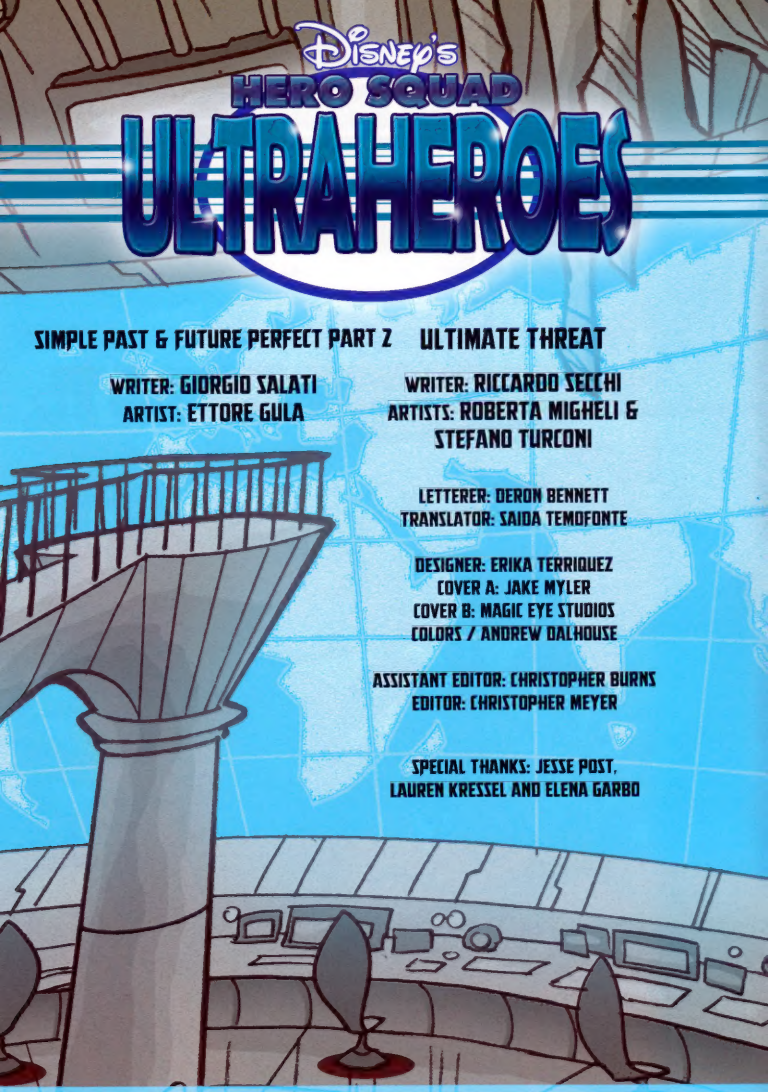

SIMPLE PAST & FUTURE PERFECT PART 2

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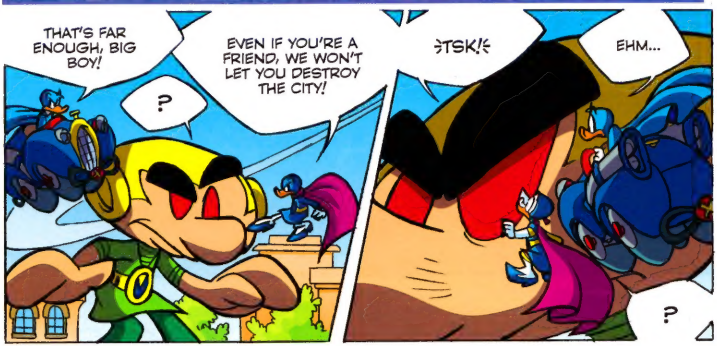
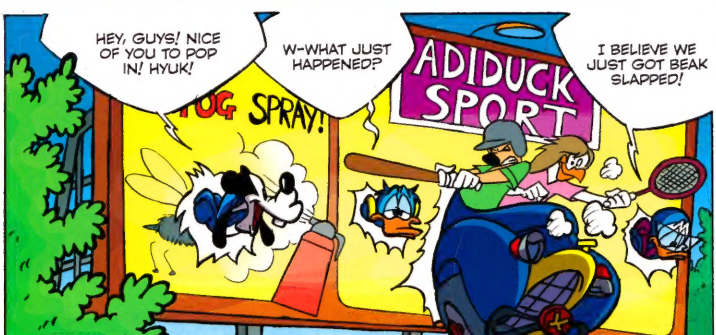
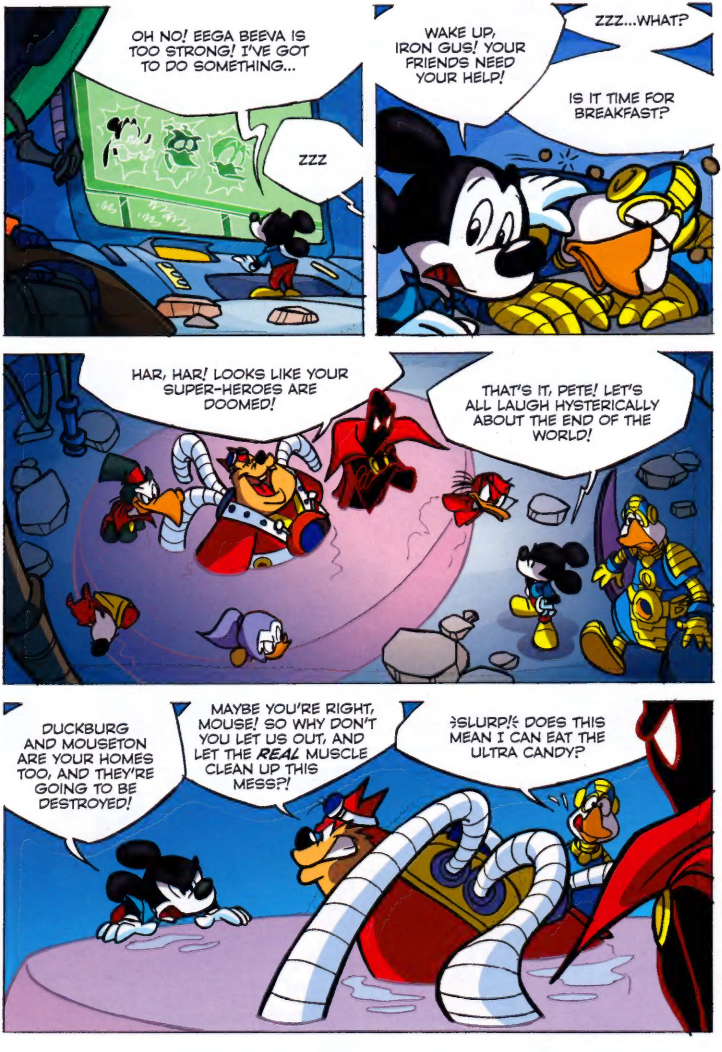
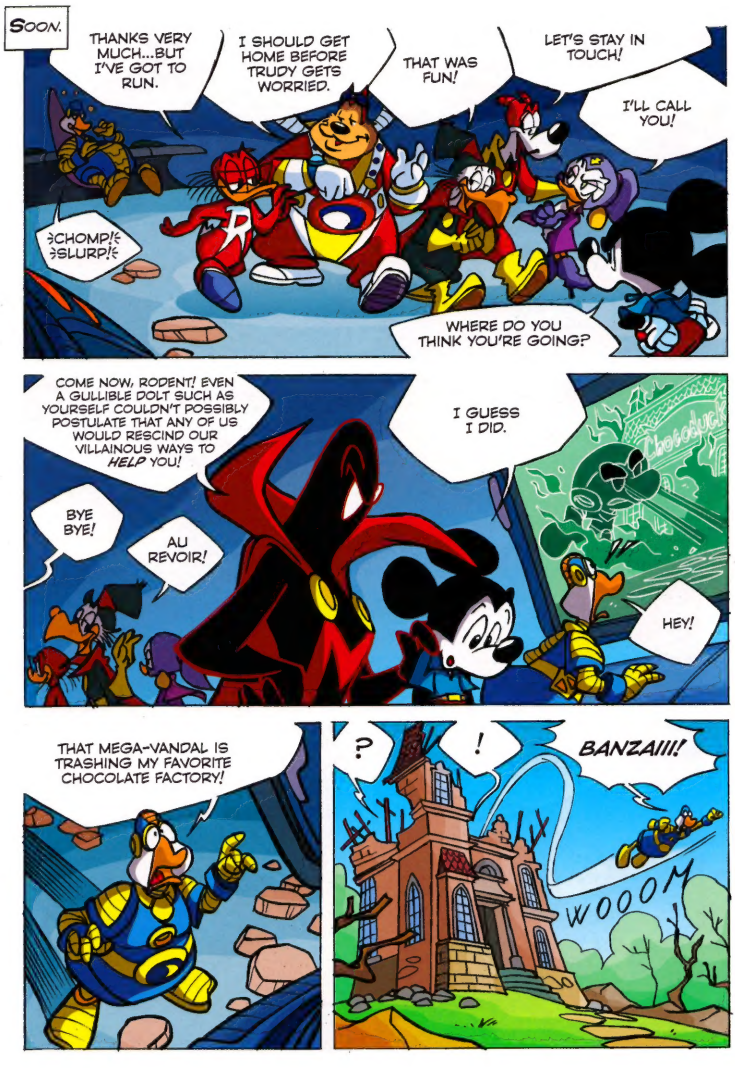
PREVIOUSLY IN DISNEY'S HERO SQUAD #5...

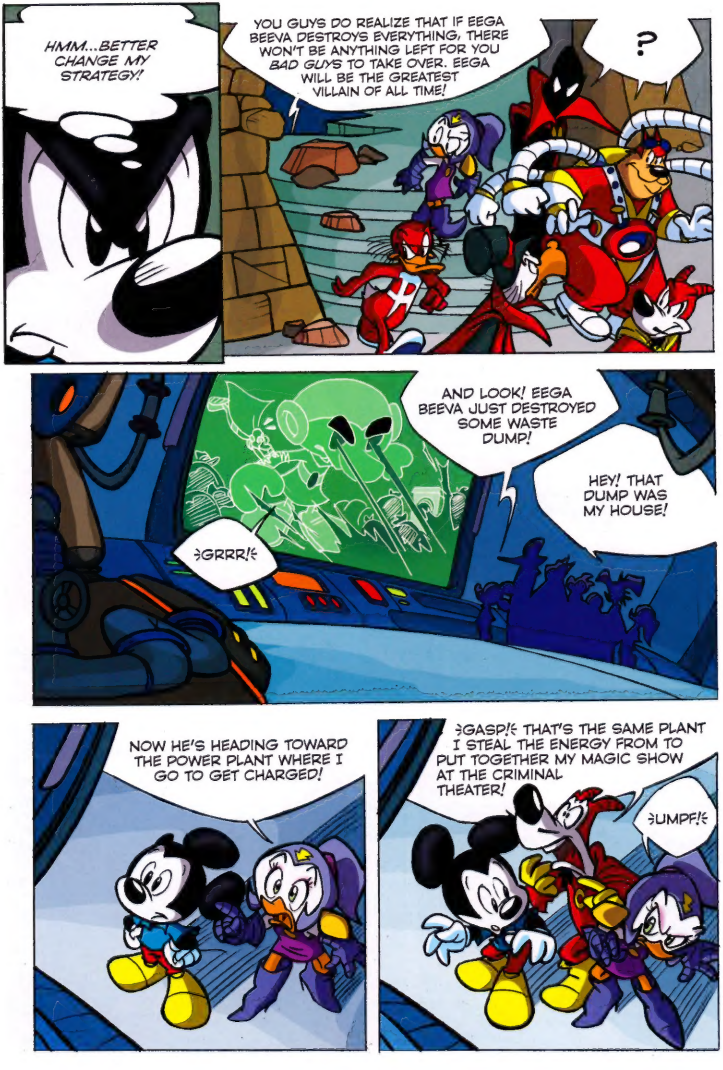
DISASTER STRIKES FOR THE ULTRAHEROES AS EEGA BEEVA, IN AN ATTEMPT TO SAVE LYTH FROM INTEGRATING INTO THE ULTRAMACHINE, IS TRANSFORMED INTO A MECHANICAL MONSTROSITY: A GIANT, LIVING, BREATHING BIO-ULTRAMACHINE! NOW OUR HEROES MUST SPRING INTO ACTION TO STOP THIS BEHEMOTH AS HE STARTS ON A PATH OF DESTRUCTION DIRECTLY TOWARDS THE UNSUSPECTING CITY OF DUCKBURG...






OH NO! EEGA BEEVA IS TOO STRONG! I'VE GOT TO DO SOMETHING...
ZZZ
WAKE UP, IRON GUS! YOUR FRIENDS NEED YOUR HELP!
ZZZ...WHAT?
IS IT TIME FOR BREAKFAST?
HAR, HAR! LOOKS LIKE YOUR SUPER-HEROES ARE DOOMED!
THAT'S IT, PETE! LET'S ALL LAUGH HYSTERICALLY ABOUT THE END OF THE WORLD!
DUCKBURG AND MOUSETON ARE YOUR HOMES TOO, AND THEY'RE GOING TO BE DESTROYED!
MAYBE YOU'RE RIGHT, MOUSE! SO WHY DON'T YOU LET US OUT, AND LET THE REAL MUSCLE CLEAN UP THIS MESS?!
SLURP! DOES THIS MEAN I CAN EAT THE ULTRA CANDY?


SOON.
THANKS VERY MUCH...BUT I'VE GOT TO RUN.
I SHOULD GET HOME BEFORE TRUDY GETS WORRIED.
THAT WAS FUN!
LET'S STAY IN TOUCH!
I'LL CALL YOU!
CHOMP!
SLURP!
WHERE DO YOU THINK YOU'RE GOING?
COME NOW, RODENT! EVEN A GULLIBLE DOLT SUCH AS YOURSELF COULDN'T POSSIBLY POSTULATE THAT ANY OF US WOULD RESCIND OUR VILLAINOUS WAYS TO HELP YOU!
I GUESS I DID.
BYE BYE!
AU REVOIR!
HEY!
THAT MEGA-VANDAL IS TRASHING MY FAVORITE CHOCOLATE FACTORY!
?
!
BANZAIII!
WOOOM


HMM...BETTER CHANGE MY STRATEGY!
YOU GUYS DO REALIZE THAT IF EEGA BEEVA DESTROYS EVERYTHING, THERE WON'T BE ANYTHING LEFT FOR YOU BAD GUYS TO TAKE OVER. EEGA WILL BE THE GREATEST VILLAIN OF ALL TIME!
?
AND LOOK! EEGA BEEVA JUST DESTROYED SOME WASTE DUMP!
HEY! THAT DUMP WAS MY HOUSE!
GRRR!
NOW HE'S HEADING TOWARD THE POWER PLANT WHERE I GO TO GET CHARGED!
GASP! THAT'S THE SAME PLANT I STEAL THE ENERGY FROM TO PUT TOGETHER MY MAGIC SHOW AT THE CRIMINAL THEATER!
UMPF!

AND ISN'T THE ROCKERBANK THAT BOTH PEG-LEG PETE AND PHANTOM BLOT LOVE TO ROB AROUND THERE?
IF THAT BANK GETS DESTROYED, WHERE WILL I MAKE "WITHDRAWALS" FROM?
HMMM...
ROCKERBANK! THAT'S *MY* BANK! I MEAN...THAT BANK BELONGS TO A MAN OF RESPECT, JOHN D. ROCKER-DUCK!
THIS WILL NOT STAND! WE MUST SMITE THIS FIEND! LEST WE RISK OUR VERY CRIMINAL WELL-BEING!
BUT REMEMBER: WHEN ALL OF THIS SUBSIDES, WE SHALL REMAIN THE BITTEREST OF FOES!
IF THAT'S WHAT YOU WANT!
BUT WAIT A SECOND...
...THERE'S STILL SOMEONE MISSING...AND I THINK I KNOW WHERE HE IS.
...AND WITH ALL THE SUPER-HEROES IN TROUBLE, WE'LL NEED SOME LUCK TO SAVE DUCKBURG...
?

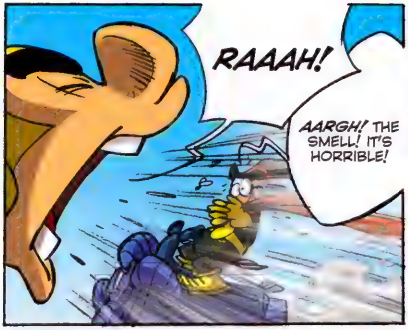
OKAY, OKAY. I'M GOING!
...THERE IS NO HOPE...BZT!
CLICK
WELL IF IT ISN'T THE CONQUERING HERO!
THIS IS RIDICULOUS.
HEH, HEH!
SEE YOU, MOUSE!
HEY!
SSHHH
BUT I WANTED TO COME TOO!

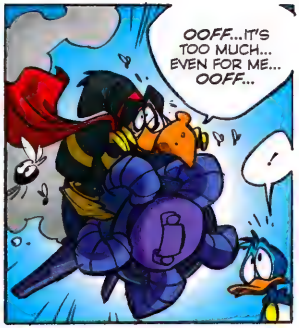
REINFORCEMENTS HAVE ARRIVED, ULTRA-WEAKLINGS!
THE SINISTER 7?
AND SO THE BIG FIGHT BEGINS: EEGA BEEVA VERSUS EVERYONE ELSE!
WHAT HAPPENS NEXT? TURN THE PAGE FOR THE START OF OUR EXCITING CONCLUSION!

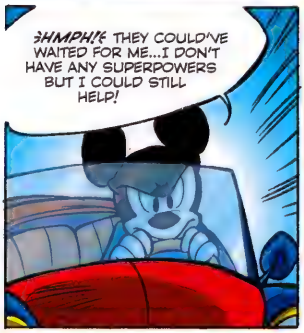
GRRR!
FIZZZ
GULP! HE'S IMMUNE TO MY ELECTRIC SHOCKS!
GASP! HE WON'T STOP!
BANK BANK
FRISH
GULP! MY TOXIC STOCKS AND BONDS HAVE NO EFFECT ON HIM!

CRASH
HE'S DESTROYING THE CITY!
AND WE CANNOT HINDER HIM!
OUTTA MY WAY, BOYS!
MY DEVASTATING TENTACLES WILL CRUSH HIM! HA! HA! HA!
YOU GIVE UP THEN?
?
WATCH OUT! HE'S...
...PRETTY STRONG, IF YOU HAVEN'T NOTICED.
GRRROAR!

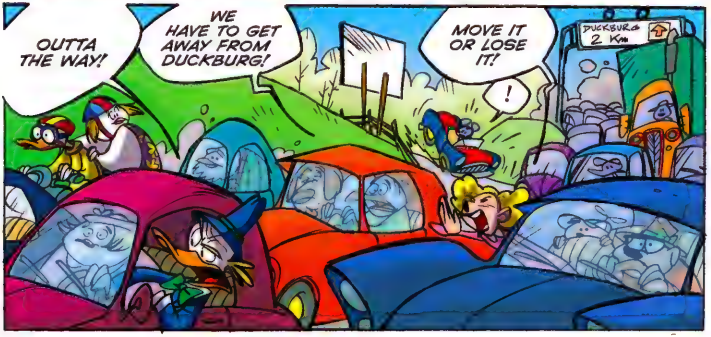
THIS DOESN'T LOOK GOOD, GUYS!
LET ME TRY!
SCRASH
I'LL KNOCK HIM OUT WITH THIS POWERFUL DEEP SEWER CONCENTRATE!
:GLUG! GLUG!:
:GULP!:


RAAAH!
AARGH! THE SMELL! IT'S HORRIBLE!


OOFF...IT'S TOO MUCH... EVEN FOR ME... OOFF...
!


3HMPH!/ THEY COULD'VE WAITED FOR ME...I DON'T HAVE ANY SUPERPOWERS BUT I COULD STILL HELP!

DUCKBURG 500 mt
I'M STILL A LONG WAY FROM DUCKBURG, BUT IF I TAKE THAT SHORTCUT AND AVOID THE TRAFFIC I'LL GET THERE IN NO TIME!
KROOAR


OUTTA THE WAY!
WE HAVE TO GET AWAY FROM DUCKBURG!
MOVE IT OR LOSE IT!
!
DUCKBURG 2 Km

RAAAR!
CRASH
SBAM
DO SOMETHING!
ROCKENDUCK'S HIGHLY FRAGILE CRYSTALS
I'M ON IT!
?
I'LL CAST AN ILLUSION OF MYSELF TO CONFUSE HIM!
MAYBE THAT'S NOT SUCH A GOOD IDEA...
I'LL DUPLICATE MYSELF...
SCIAF
...HIT! OW!
...THEN I'LL TRIPLICATE MYSELF! SO HE WON'T KNOW WHICH ONE TO...

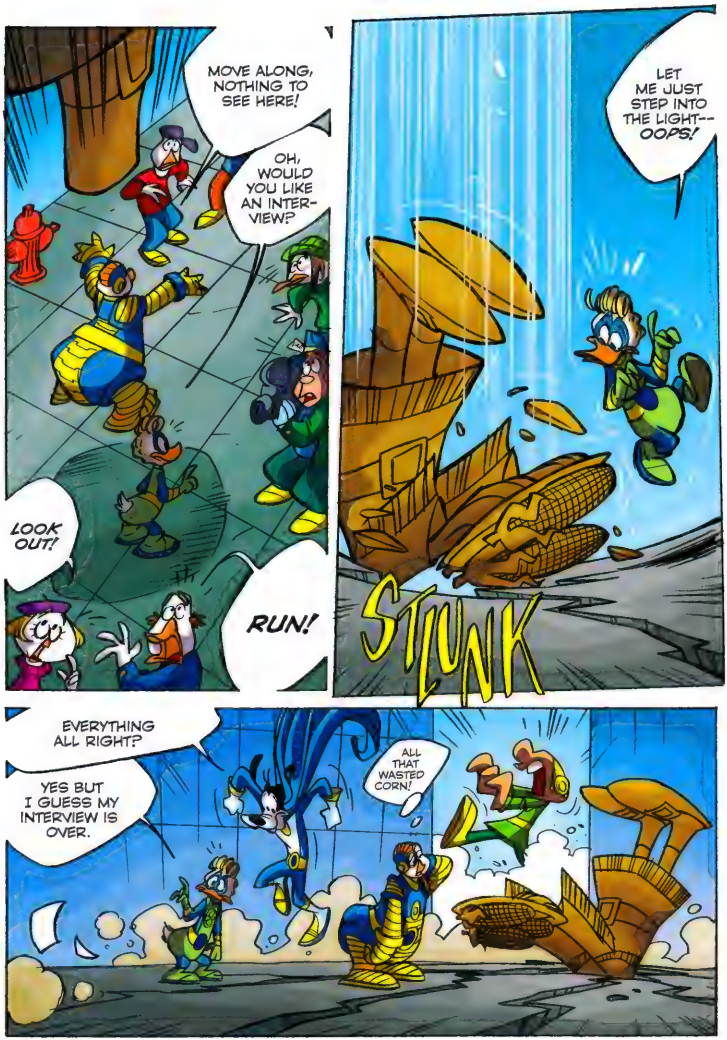
RAAAR!
SCRASH
GREAT! NOW YOU'VE REALLY UPSET HIM!
IF YOU'RE SO SMART WHY DON'T YOU GET IN THERE?
19
YEAH, YOU TRAITOR!
HEY! IT'S NOT MY FAULT NO ONE APPRECIATED ME! I'M SUPPOSED TO BE A WORLD FAMOUS SUPER-HERO BY NOW!
INSTEAD YOU'RE JUST A DUD!
A DUD CAN STILL FIGHT! DO SOMETHING!
BUT I NEVER DO ANYTHING! MY LUCK DOES IT ALL!
AND IT ONLY TAKES CARE OF YOU! GRUNT!
WELL GUYS, I TRIED TO FOLLOW MY MOM'S ADVICE AND JUST IGNORE HIM IN HOPES THAT HE'D GO AWAY, BUT SURPRISINGLY THAT DIDN'T WORK...! HE'S TOO MUCH FOR ME!
LOOK!

GRRR!
HE'S HEADING TOWARD DOWNTOWN DUCKBURG!
SO QUICKLY, TOO!
WE HAVE TO STOP HIM!
I KNOW YOU WERE HOPING I WOULDN'T COME BACK, BUT HERE I AM! I WANT A REPORT ON THE LAST TWO WEEKS! IMMEDIATELY!
IF THERE'S EVEN ONE DROP IN PROFITS I'LL FIRE YOU!
SELL AT FIVE PENNIES LESS THAN ROCKER-DUCK!
LOWER THE INTEREST RATES!
WELL, BROTHERS, WHAT NOW?
ARE YOU KIDDING? IT'S A NO-BRAINER! WE'RE HERE AND WE ROB IT!

HUMPH!: THIS DOOR IS LOCKED!
WE HAVEN'T BEEN THAT GREAT AT BREAKING IN LATELY...
LET ME HAVE A CRACK AT IT!
THOSE LEFTOVER OLD TOOLS FROM OUR PAST THEFT ATTEMPTS WILL COME IN HANDY! THEY'RE ENOUGH TO PICK THIS LOCK!
I'M TELLING YOU, PLEASE, YOU *MUST* LET ME GET TO DUCKBURG!
DUCKBURG
1 Km
NOBODY GETS THROUGH HERE!
DANGER
KEEP OUT!
IN CASE YOU MISSED IT, THERE'S A 40-STORY-HIGH *MONSTER* WANDERING THROUGH TOWN!
LISTEN, I OFTEN COLLABORATE WITH THE POLICE IN MOUSETON...
THEN GO BACK TO MOUSETON!
RIGHT, MAYBE THERE'S A LITTLE MONSTER YOU CAN FIGHT THERE! *HEH, HEH!*
CAREFUL! EVEN IF HE'S LITTLE, HE'S BOUND TO BE BIGGER THAN YOU!! *HAH, HAH!*
ALL RIGHT...ALL RIGHT...

GRRR!
EEGA, NO!
BARBER'S
RUN FOR YOUR LIVES!
CRASH
GUYS, WHAT ARE WE GOING TO DO?
NOTHING'S WORKING!
SOMEBODY HELP ME! GRRR!

HEY, PETE! YOU REALLY CAUGHT SOME AIRTIME!
JUST GET ME DOWN FROM HERE! I WANT ANOTHER SHOT AT THAT GUY!
NO! WE NEED TO COORDI-NATE OUR ATTACKS!
IF WE CAN SOMEHOW BLOCK HIM AND DISENGAGE ONE ULTRAPOD FROM THE ULTRAMACHINE, MAYBE HE'LL REVERT TO HIS OLD SELF!
I HATE TO CONCEDE TO THIS...BUT THAT SOUNDS LIKE A COMPETENT PLAN.
WATCH OUT!
SPONG
UNGH!
CORNELIUS COOT
!

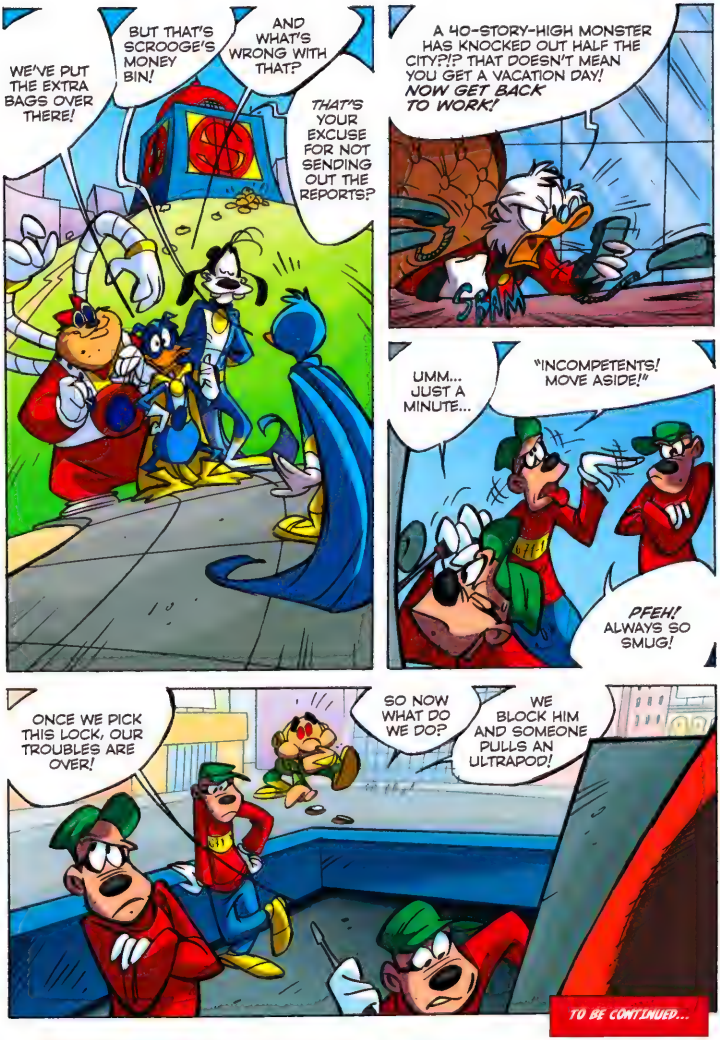

MOVE ALONG, NOTHING TO SEE HERE!
OH, WOULD YOU LIKE AN INTER-VIEW?
LOOK OUT!
RUN!
LET ME JUST STEP INTO THE LIGHT-- OOPS!
STUNK
EVERYTHING ALL RIGHT?
YES BUT I GUESS MY INTERVIEW IS OVER.
ALL THAT WASTED CORN!

WE NEED TO DRAW HIM AWAY FROM HERE! IDEAS, ANYONE?
I CAN'T THINK. I'M TOO HUNGRY!
GRAWL
GOOD THINKING, IRON GUS! THAT'S A GREAT IDEA!
HUH?
WE'LL LURE HIM AWAY FROM THE CITY WITH FOOD!
RIGHT! IT'S STILL EEGA BEEVA, SO HE'LL LOVE SOME...
"...MOTHBALLS!"*
C'MON, SPREAD THEM AROUND IN A PATH SO THAT HE'LL FOLLOW IT AWAY FROM HERE! I'M GOING BACK TO HELP THE OTHERS!
OKAY! :HUFF...:
*EEGA BEEVA CONSIDERS THESE BOXED UP BITES QUITE A DELICACY! - CONNOISSEUR CHRIS

I'LL LEAD THE PEOPLE AWAY FROM THIS AREA!
GREAT!
RRAAAARR!
SNIFF SNIFF
TED USED
NO DEALS!
LOOK!
HE'S SMELLED THE MOTHBALLS!
YUM!
CHOMP! CHOMP!

IT'S WORKING!
GOOD!
CHOMP! CHOMP!
HOT DOG
C'MON!
MOVE IT!
UH...IF I'M QUICK, MAYBE I ...
OUT! OUT!
HURRY!
SOMETIMES BEING SMALL IS A GOOD THING! HEH, HEH!

SULP!
WHAT A DISASTER!
MOTHBALLS! HE WENT THIS WAY!
THE PLAN IS WORKING!
HE'S OUT OF THE CENTER OF THE CITY!
WE DID IT!
HYUK! MISSION ACCOMPLISHED!
QUITE THE TEAMWORK.
GOOD JOB!


WE'VE PUT THE EXTRA BAGS OVER THERE!
BUT THAT'S SCROOGE'S MONEY BIN!
AND WHAT'S WRONG WITH THAT?
THAT'S YOUR EXCUSE FOR NOT SENDING OUT THE REPORTS?
A 40-STORY-HIGH MONSTER HAS KNOCKED OUT HALF THE CITY?!? THAT DOESN'T MEAN YOU GET A VACATION DAY! NOW GET BACK TO WORK!
SMASH
UMM... JUST A MINUTE...
"INCOMPETENTS! MOVE ASIDE!"
PFEH! ALWAYS SO SMUG!
ONCE WE PICK THIS LOCK, OUR TROUBLES ARE OVER!
SO NOW WHAT DO WE DO?
WE BLOCK HIM AND SOMEONE PULLS AN ULTRAPOD!
TO BE CONTINUED...

LET'S GET DANGEROUS!

He is the terror that flaps in the night! He is the batteries that aren't included! He is DARKWING DUCK! And he's back...in comic form!

This June sees the return of the masked mallard in DARKWING DUCK: THE DUCK KNIGHT RETURNS #1! The daring duck of mystery hasn't been seen in the city for over a year, and a massive conglomerate, Quackwerks, has taken over all aspects of life in Darkwing's beloved St. Canard. However, this huge corporation isn't all flowers and sunshine, and the shadowy figure pulling its strings has ill intentions for Darkwing's stomping grounds...which can only be thwarted by Drake Mallard once again taking up the cape and cowl!

What's more, the fan response to our Darkwing Duck four-issue mini-series has been so overwhelming, and we're having so much darn fun, that we've decided to keep going! Your eyes do not deceive you...although THE DUCK KNIGHT RETURNS ends in September with issue #4, October sees the release of...DARKWING DUCK #5! That's right, Disney fans, the champion of right, the purple powerhouse, is now officially starring in an ongoing series, and we're pulling out all the stops!

Ian Brill and James Silvani will be chronicling the masked mallard's monthly misadventures, and we'll be kicking things off with the return of Darkwing's greatest nemesis...but this time, he just might be bringing along a little help from elsewhere in Disney's duckverse!

As if that weren't enough, the DuckTales stories that begin in UNCLE SCROOGE #392 will continue through issue #399...with some very secret, VERY special plans for Scrooge's milestone 400th issue...but that's an editorial for another day.

The best is yet to come!

- Aaron Sparrow, Editor

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WRITER OF THE MONTH: PATRICK STORCK

So you've worked on two MUPPET titles so far; MUPPET KING ARTHUR with Paul Benjamin, and MUPPET SNOW WHITE with Jesse Blaze Snider. Now you're taking the lead on the upcoming MUPPET SHERLOCK HOLMES. Does it feel like you're now working without a net?

There's still the nets of editorial, as well as the rest of the Muppet team, and Amy has been fantastic in sharing ideas and collaborating, so I think we can leave the net-less stunts to Gonzo.

Who's your favorite Muppet to write?

It's a three way tie. Fozzie is the old shtick - Vaudeville, puns, jokes in their purest and most basic form. Gonzo is the odd, surreal, and dangerous one. Some of my favorite jokes don't make sense, and the Great Whatever is a perfect outlet. Finally, Pepe is to me the character that gets out the funniest lines he doesn't know are funny. He often seems to be the voice of the reader with his questions and exposition, but in such a fun and meta way. Like Hurley ...LOST...

What do you think keeps them so popular?

The humor is timeless, not relying on just current trends or references like so much comedy always has. With slapstick, wordplay, imagination, and general mayhem it's completely entertaining for kids, but the wit and depth of the ideas and characters keeps bringing people back as they grow up. And they get to share it with their kids!

What can we expect to see in MUPPET SHERLOCK HOLMES?

Spectacle, fantasy, crooks and cops and villainy! Mystery and catastrophe! And of course derring-do and comedy. Each issue will be a stand-alone take on one of the original short Holmes stories, though we will be threading them together a bit more than Doyle originally did. That hack. Sorry, what I meant to say was...I'm fired?

Tons! It's a pipe dream (or Inter-Tubes I suppose) but Muppet TRON would be total nerd joy for me. I've got a bunch of ideas for PIXAR stuff, INCREDIBLES, FINDING NEMO, BUGS LIFE... I love everything they do! If they wanted to do twelve issues

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